

Franklin®

(((Speaking))) Spanish-English
Language Professor

Profesor de Idiomas Parlante Español-Inglés



BES-1870
USER'S GUIDE

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Introduction

Welcome to the world of Franklin. This Franklin model is a powerful, electronic reference with two built-in books - the *Larousse Spanish-English Dictionary* and the *Merriam-Webster Dictionary*. There is also one slot in the back for a book card.

With the *Larousse Spanish-English Dictionary*, you can:

- find translations, with comprehensive definitions, most of which contain parts of speech and usage examples;
- conjugate words quickly and easily;
- let state-of-the-art spell correction help you find the word you're looking for;
- hear the pronunciations of headwords, definitions and travelers' phrases;
- use the Grammar Guide, a comprehensive outline of Spanish and English grammar that includes fun quizzes and lessons;
- learn a new word every time you turn the unit on;
- use the MatchMaker function to find words of whose spelling you're unsure, or to help solve crossword puzzles;

- improve your spelling and vocabulary using the learning exercises;
- create your own list of study words in *My Word List*;
- play seven fun and educational games, including *Hangman*, *Conjumania*, *Gender Tutor*, *Word Train*, *Guess that Word*, *Word Auction* and *Word Blaster*.

With the *Merriam-Webster Dictionary*, you can:

- find thousands of words with comprehensive definitions, most of which contain parts of speech and usage examples;
- let state-of-the-art spell correction help you find the word you are looking for;
- hear the pronunciation of English headwords and definitions;
- use the Grammar Guide, a comprehensive outline of English grammar that includes fun quizzes and lessons;
- learn a new word every time you turn the unit on;
- use the MatchMaker function to find words of whose spelling you are unsure, or to help solve crossword puzzles;
- improve your spelling and vocabulary using the Learning Exercises;

- create your own list of study words in *My Word List*,
- play 10 fun and educational games, including *Hangman*, *Anagrams*, *Jumble*, *Word Builder*, *Word Train*, *Letter Poker*, *Word Deduction*, *Word Blaster* and *Link Four*.
- see an English word's synonyms, antonyms, and other related words using the thesaurus.

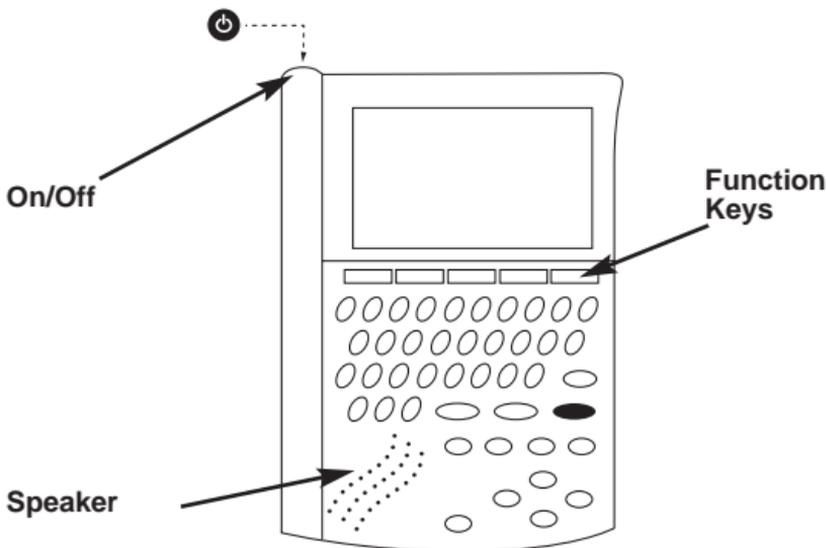
This model includes an Organizer that features a clock, databank, calculator, metric converter and currency converter. To learn more, read this User's Guide.

✓ **About Screen Illustrations**

Some screen illustrations in this User's Guide may differ slightly from what you see on screen. This does not mean that your unit is malfunctioning.

Using the Special Features

Your unit is equipped with several special features that many, but not all BOOKMAN book cards use. To learn if you can use the special features with a particular book card, read its User's Guide.



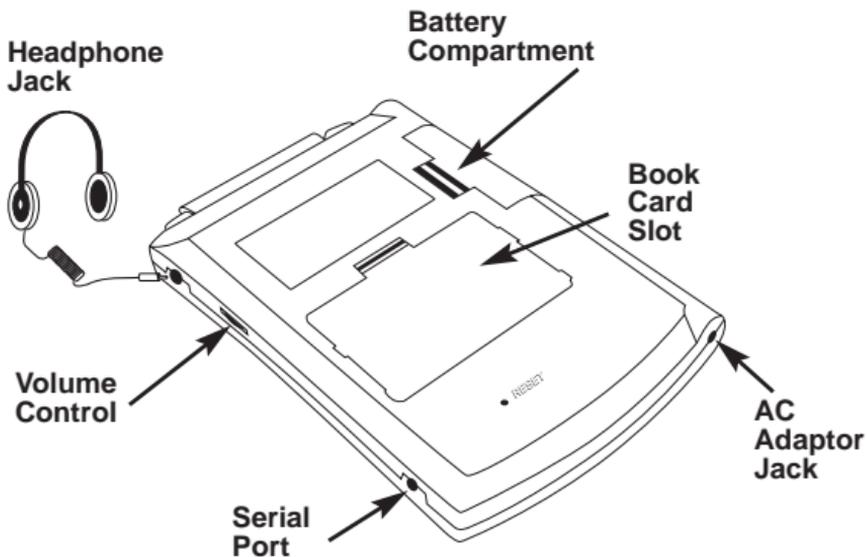
On/Off: Turns the unit on and off.

Function Keys: Each of these keys corresponds to the dictionary or organizer function that appears directly above it on the screen.

Speaker: The speaker is located on the front of the unit.

Headphone Jack: The headphone jack is designed for 3.5 mm, 35 ohm impedance stereo headphones. **Caution:** Monophonic headphones will not work with this unit.

Volume Control: The dial, located under the headphone jack, controls the volume of the speaker or headphones.



Serial Port: Plug in a serial cable here to connect the unit to your PC.

AC Adaptor Jack: The AC/DC adaptor is in the 9 volt range within a current range of 200 to 300 milli-amperes.



This symbol indicates that the inner core of the plug of an AC adaptor is negative and that the outer part of the plug is positive. If the symbol on your AC/DC adaptor does not match the above symbol, confirm its compatibility at its place of purchase.

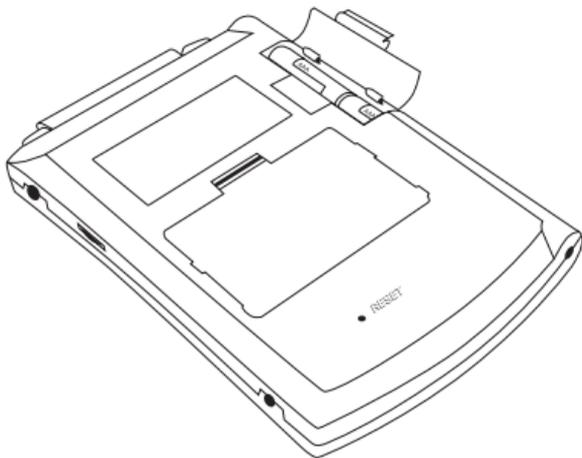
Book Card Slot: The card slot is located on the back of the unit. It enables you to read electronic books purchased from franklin.com and is compatible with most BOOKMAN and BMC cards.

Battery Compartment: The battery compartment is located on the back of the unit. It holds two AAA batteries.

Installing Batteries

Your unit is powered by two AAA batteries. Follow these instructions to install or replace them.

1. Turn your unit off and turn it over.
2. Lift the battery cover on the back of your unit by pushing up on the catch.



3. Remove the old batteries, if necessary.
4. Install the batteries following the +/- markings in the battery compartment.
5. Replace the battery cover.

Warning: If the batteries wear-out completely, or if you take more than a few seconds while changing the batteries, any information that was entered in the built-in book or book card may be erased. You should always keep written copies of your important information.

Battery disposal: Do not dispose of batteries with normal household waste. Please obey your local regulations when disposing of used batteries.

Battery Precautions

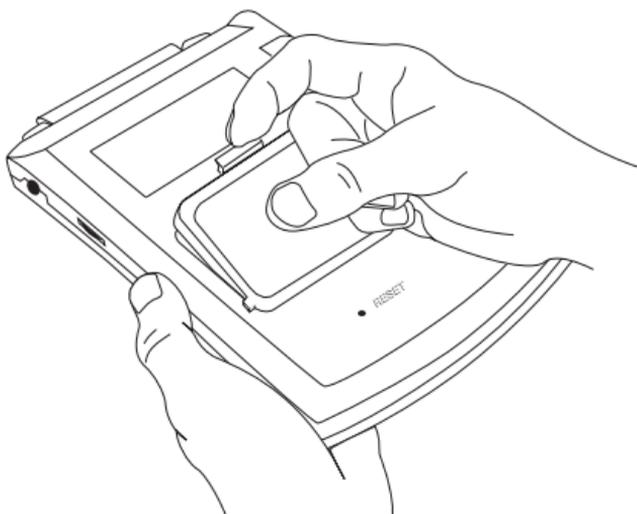
- Non-rechargeable batteries are not to be recharged. Never recharge batteries that come with the device.
- Rechargeable batteries are to be removed from the device before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- The supply terminals are not to be short-circuited.
- Do not expose batteries to direct heat or try to take batteries apart. Follow the battery manufacturer's instructions for battery use.
- Always remove a weak or dead battery from the device.
- To avoid damage caused by leakage of the battery fluid, replace the battery or batteries once every two years regardless of how much the device has been used during that time.
- Should a battery leak, the device may become damaged. Clean the battery compartment immediately, avoiding contact with your skin.
- Keep batteries out of reach of small children. If swallowed, consult a physician immediately.

Installing Book Cards

Your unit contains two built-in books. You can purchase more titles on book cards at www.franklin.com. To install a book card, follow these steps.

Warning: Inserting a book card may erase any user-entered information. You should always keep written copies of your important information.

1. Turn your unit off and turn it over.
2. Remove the blank protector or any other book card that might be installed.
3. Align the tabs on the book card with the notches in the slot.



4. Press the book card down until it snaps into place.

Warning: Never install or remove a book card while your unit is on. Any information that was entered in the built-in book or book card will be erased.

Selecting a Book

To switch between the two built-in books, or to open a book on an installed book card, open the Card menu.

1. Turn your unit on.
2. Press **CARD**.



Icons appear for each available book.

3. Press ► or ◀ to highlight your selection.
4. Press **ENTER** to select it.
5. Press **CARD** to return to the Card menu.

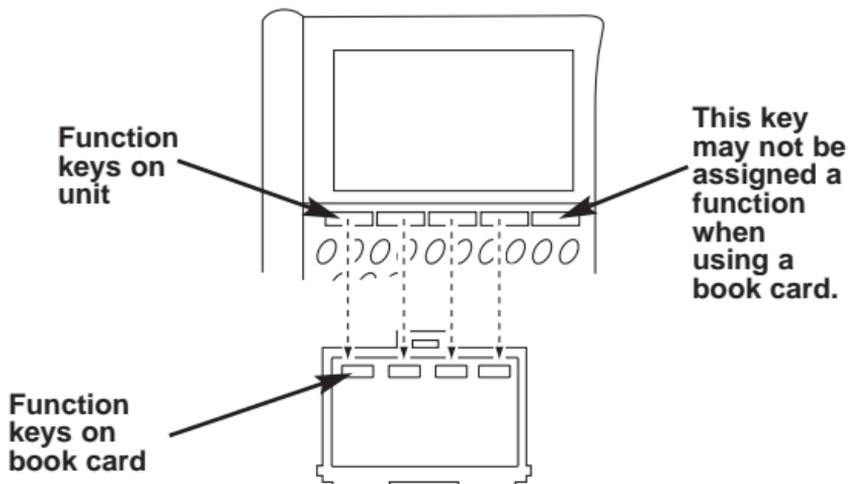
✓ **BOOKMAN Card Troubleshooting**

Make sure your book card is installed correctly. If your card is performing erratically, follow the reset instructions in “Resetting Your Unit” on page 85. If this does not fix the problem, remove the card and then remove the white rubber strip located between the two metal pins. Clean the rubber strip with your fingers and then replace it making sure it is completely in its notch.

Using Function Keys in Book Cards

The function keys appear at the top of the keyboard on your unit. These keys correspond in the order listed to the dictionary and organizer keys at the bottom of the screen. The dictionary function keys change with the book card. The organizer function keys are unaffected. **Note:** Once you access the organizer from a book card, you will exit the book card. You must press **CARD** and select your book card to return to it.

The function keys on your unit correspond to the function keys on your card as illustrated below.



Transferring Words Between Books

The built-in dictionaries can transfer words with one another and with certain other book cards. To send an English word from the *Larousse Spanish-English Dictionary* to the *Merriam-Webster Dictionary*, follow these steps:

1. Highlight an English word in the *Larousse Spanish-English Dictionary*.

To highlight a word in a dictionary entry, press **ENTER** to start the highlight, and use the arrow keys to move the highlight to the word you want.

2. Hold **FN** and press **CARD**.

3. Highlight 

4. Press **ENTER**.

The word you highlighted appears in the *Merriam-Webster Dictionary*.

5. Press **ENTER** again, if needed, to search for that word.

6. Press  to hear the word.

7. Press **THES** to find a thesaurus entry for the word.

Note: To transfer words between books, an installed book card must be able to send or receive words. To learn if a book card can send or receive words, read its User's Guide.

Key Guide

Larousse Spanish-English Dictionary Keys

- CONJ** Conjugates a word.
- LANG** Toggles the entry language between Spanish and English.
- DICT** Goes to the dictionary.
- LEARN** Goes to the Learning Exercises menu.

Merriam-Webster Dictionary Keys

- DICT** Goes to the dictionary.
- THES** Goes to the thesaurus.
- GAMES** Goes to the Games menu.
- LEARN** Goes to the Learning Exercises menu.
- CONF** Displays Confusables for an entry.

Organizer Keys

- CLOCK** Goes to the clock.
- DATA** Goes to the Databank menu.
- CALC** Goes to the calculator.
- CONV** Goes to the metric converter.
- CURR** Goes to the currency converter.

Function Keys



Turns the product on or off.

HELP

Displays a help message.

CLEAR

Goes to the dictionary Word Entry screen, except in the Organizer. Clears the calculator. In the metric converter and databank, goes to its main menu.

BACK

Backs up, erases a letter, or turns off the highlight at an entry.

ENTER

Enters a word, selects an item, or begins a highlight in an entry.



Says a word. In the *Larousse Spanish-English Dictionary*, speaks travelers' phrases.

ORG

Goes to the Organizer: clock, databank, calculator, metric converter and currency converter.

MENU

Displays the main menu for the current dictionary.



At a Word Entry screen, types a ? to stand for a letter in a word. At a menu, displays a menu item. At a dictionary entry, displays the headword. In games, reveals the word and forfeits the game.

CARD

Goes to the Card menu and displays any available books and the Organizer.

CAP

Shifts to type capital letters and punctuation marks.

FN

Shifts to allow **prev**, **next**, **pg up**, **pg down** and to type a hyphen (-).

'
_

In the Databank entry screen, types an underscore.

Combination Keys*

FN

+



In the *Merriam-Webster Dictionary*, speaks a definition.

FN

+



At a dictionary entry, pages up or down.

FN

+



At a dictionary entry, displays the next or previous entry.

CAP

+



At a menu, goes to the first or last item. At a dictionary entry, goes to the start or end of the entry.

* Hold the first key while pressing the second.



Transfers a word between books.



Types a hyphen.



In the *Larousse Spanish-English Dictionary*, types an ñ.



In the databank entry screen, types @.



Types an apostrophe.



Types a slash.

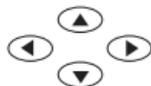


In the *Larousse Spanish-English Dictionary*, goes to the travelers' phrases menu. If a word is in the Word Entry screen or is highlighted, finds any phrases containing that word.



At the Word Entry screen, types an asterisk to stand for a series of letters in a word. In games, gives a hint.

Direction Keys



Move in the indicated direction.



At menus and dictionary entries, pages down. At the Word Entry screen, types a space.

Calculator Keys

A(1/x)	Calculates a reciprocal.
S(\sqrt{x})	Calculates a square root.
D(x^2)	Squares a number.
F(%)	Calculates a percentage.
G(.)	Inserts a decimal point.
H(+)	Adds two values.
J(-)	Subtracts one value from another.
K(x)	Multiplies two values.
L(\div)	Divides one value by another.
Z(+/-)	Changes the number on the screen to a negative or positive number.
X(M+)	Adds the number to the number stored in the memory.
C(M-)	Subtracts the number from the number stored in the memory.
V(MR)	Recalls the number stored in the memory.
B(MC)	Clears the memory.
	Clears the calculation(s).

Using the *Larousse* *Spanish-English Dictionary*

The *Larousse Spanish-English Dictionary* is the dictionary that opens every time you turn on your device. To access this dictionary at any other time, follow these steps:

1. Turn your product on.
2. Press **CARD**.
3. Use the arrow keys to highlight .
4. Press **ENTER**.

Many features of the *Larousse Spanish-English Dictionary* are the same or similar to those of the *Merriam-Webster Dictionary*. Differences are specifically noted.

Changing the Language

Message Language

When you turn on this product for the first time, you must choose the message language. Press **A** for English or press **B** for Spanish.

Note: The English dictionary and thesaurus is English-only. You cannot set or change the language.



The message language is the language of prompts, help, and other messages. You can change the message language after your initial decision. See “Changing the Settings” on page 24 to learn how.

Entry Language

The entry language is the language in which you enter words at the Word Entry screen. This determines which dictionary you will use, Spanish or English.

1. Press **MENU**.
2. Use the direction keys to highlight , and then press **ENTER** to access the Spanish-to-English dictionary.

Select  at the icon menu to go to the English-to-Spanish dictionary.

Or you can press **LANG** at the Word Entry screen to switch between Spanish and English.

Using the *Larousse* Spanish-English Dictionary Menu

When you press **MENU** in the *Larousse Spanish-English Dictionary*, you will see ten icons. Use these to quickly take you to different parts of your dictionary. Use the arrow keys to highlight the icon you want and press **ENTER**.

Understanding the Menu



Goes to the English-to-Spanish dictionary.



Goes to the Spanish-to-English dictionary.



Goes to the Learning Exercises menu.



Goes to the Games menu.



Goes to the English conjugation prompt.



Goes to the Spanish conjugation prompt.



Goes to the English Travelers' Phrases menu.



Goes to the Spanish Travelers' Phrases menu.



Goes to *My Word List*.



Goes to the Tools menu.

Viewing a Demonstration or Tutorial

You can view a demonstration or tutorial of this dictionary any time you want.

1. Press **MENU**.



2. Use the arrow keys to highlight  and press **ENTER**.
3. Press **▼** to highlight either *Tutorial* or *View Demo* and press **ENTER**.

To stop the demonstration or exit from the *Tutorial* and go to the Word Entry screen, press **CLEAR**.

To go to the main menu, press **MENU**.

When a book card is installed in your unit, select *View Demo* from the Setup menu to see the demonstration for that card.

✓ Follow the Arrows

The flashing arrows to the right of the screen show which arrow keys you can press to move around menus or view more text.

✓ Help is Always at Hand

You can view a help message at any screen by pressing **HELP**. Press ▲ or ▼ to read. To exit help, press **BACK**.

Changing the Settings

When using this dictionary, you can activate the *Learn a Word* feature, adjust the screen contrast, the shutoff time, the type size, and the message language.

Learn a Word helps you increase your vocabulary by displaying a different headword and definition each time you open your dictionary.

Contrast enables you to set how light or dark the screen appears.

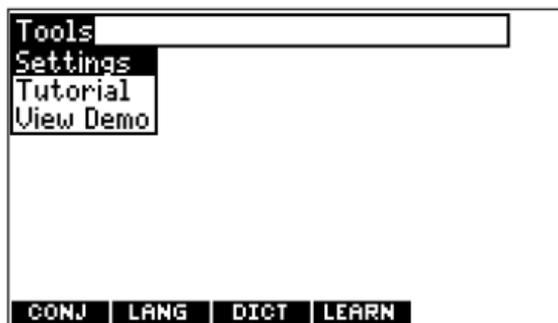
The *Shutoff* time is how long your unit stays on if you forget to turn it off.

Type Size enables you to set the size of the font displayed on screen.

The *Message Language* is the language of prompts, help, and other messages.

1. Press **MENU**.
2. Use the arrow keys to highlight  and press **ENTER**.

Settings will be highlighted.



3. Press **ENTER** to select it.



4. Press **▲** or **▼** to move **▶** to *Learn a Word*, *Contrast*, *Shutoff*, *Type Size* or *Mensajes* (Messages).

5. Press ◀ or ▶ to change the setting.
Your changes are automatically saved.
6. Press **ENTER** when done.
Press **CLEAR** to return to the dictionary
Word Entry screen.

✓ Learn a Word

Your dictionary comes with a Learn a Word feature to help you increase your vocabulary. Each time you turn your dictionary on, you can see a different headword and definition. If you wish to turn this feature on, press **MENU**.

Highlight  and press **ENTER**. Press **ENTER** again to select *Settings*. Use ◀ or ▶ to turn the feature on or off and press **ENTER** when done.

The entry language determines the language of the words you'll be shown. For example, if Spanish is the current entry language, you will be shown Spanish words with their English translations. To learn how to change the entry language, see "Changing the Language" on page 20.

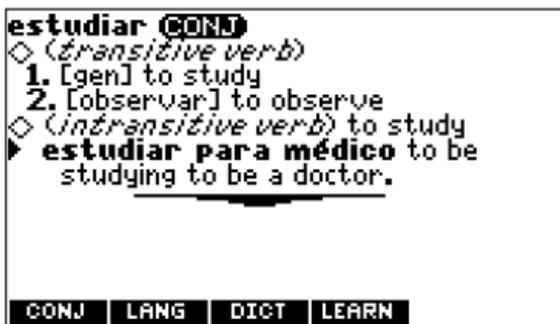
Translating Spanish Words

Your *Larousse Spanish-English Dictionary* is fully bilingual. Try translating a Spanish word.

1. Press **CLEAR**.
2. Press **LANG** to change the entry language from English to Spanish, if needed.
3. Type a word (e.g., *estudiar*).

To erase a letter, press **BACK**. To type accents, type the letter (e.g., e) and press ▲ or ▼ repeatedly until the accent you want appears (e.g., é). If you want to type an ñ, then hold **FN** and press **N**. To type a capital, hold **CAP** and press a letter key. To type a number, hold **FN** and press **Q-P**. To type a hyphen, hold **FN** and press **J**.

4. Press **ENTER** to view the English translation.



Press  to hear the word pronounced.

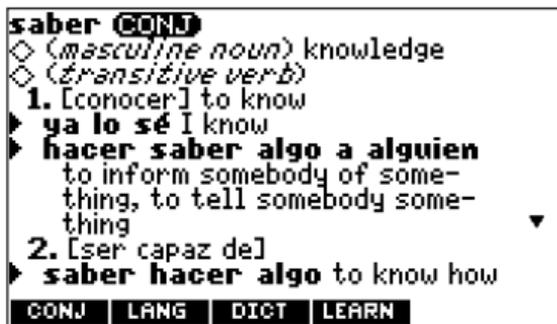
Press **SPACE** or  to scroll.

5. Hold **FN** and press  or  to view the next or previous definition.
6. Press **CLEAR** when done.

✓ Understanding Definitions

Dictionary entries consist of headwords, parts of speech, the translation, and/or definitions. Other forms of the word may follow the headword. Capitalized words indicate the category for which the word is used. After the translation or definition, you may see a list of usage examples.

1. In the Spanish Word Entry screen, type *saber*.
2. Press **ENTER**.



✓ Explanation of Genders

Spanish nouns are different than English nouns in that they must either be masculine or feminine. Each definition of a noun indicates which gender it is with *m* or *f*.

✓ Misspelling Words

If you enter a misspelled word, a list of corrections appears. Highlight the word you want and then press **ENTER** to see its dictionary entry.

Translating English Words

You can also use the *Larousse Spanish-English Dictionary* to translate English words into Spanish.

1. Press **CLEAR**.
2. Press **LANG** to change the entry language from Spanish to English, if needed.
3. Type a word (e.g., *read*).
To erase a letter, press **BACK**. To type accents, type the letter (e.g., *e*) and press ▲ or ▼ repeatedly until the accent you want appears (e.g., *é*). To type a capital,

hold **CAP** and press a letter key. To type a number, hold **FN** and press **Q-P**. To type a hyphen, hold **FN** and press **J**.

4. Press **ENTER** to view the Spanish translation.



Press  to hear the word pronounced.

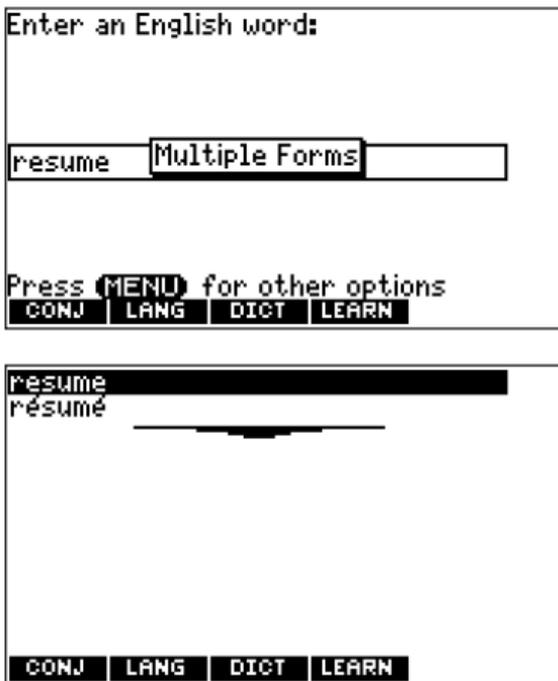
Press **SPACE** or ▼ to scroll.

5. Hold FN and press ► or ◀ to view the next or previous definition.
6. Press **CLEAR** when done.

✓ Choosing Multiple Forms

Some words in this dictionary have more than one form (e.g. *resume*, *résumé*). When the word you are looking up has multiple forms, the different forms appear in a list.

Simply highlight the form you want and press **ENTER** to see its dictionary entry. For example, enter *resume* at the Spanish Word Entry screen.



Highlight the form you want and press **ENTER** to see its dictionary entry. To go back to the Multiple Forms list, press **BACK**.

Finding Letters in Words

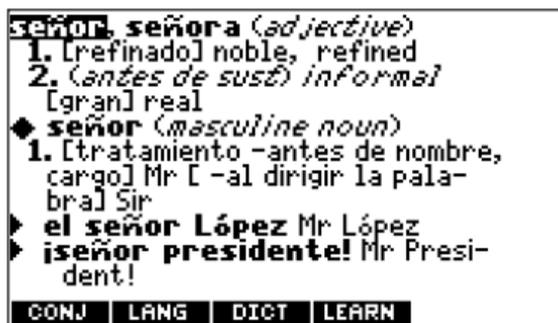
If you are uncertain about how to spell a word, type a question mark (?) in place of each unknown letter. To find prefixes, suffixes, and other parts of words, type an asterisk (*) in a word. Each asterisk stands for a series of letters. **Note:** If you type an asterisk at the beginning of a word, it may take a little while to find the matching words.

1. Press **LANG** to switch to the Spanish Word Entry screen, if needed.
2. Type a word with ?s and *s.
To type an asterisk, hold down **FN** and press **?**.
3. Press **ENTER**.
4. Press **▼** to move the highlight to the word you want and press **ENTER** to view its definition.
5. Press **CLEAR** when done.

Highlighting Words

Another way to look up words is by highlighting them in dictionary entries or word lists. You can then find *their* definitions or phrases, hear them pronounced, or add them to *My Word List*.

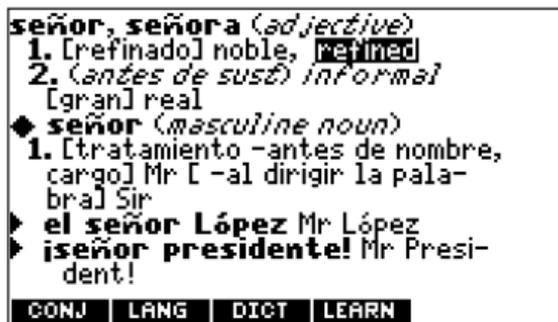
1. At any text, press **ENTER** to start the highlight.



señor, señora (*adjective*)
1. [refinado] noble, **refined**
2. (*antes de sust*) *informal*
[gran] real
◆ **señor** (*masculine noun*)
1. [tratamiento -antes de nombre, cargo] Mr [-al dirigir la palabra] Sir
▶ **el señor López** Mr López
▶ **¡señor presidente!** Mr President!
CONJ LANG DICT LEARN

To turn the highlight off, press **BACK**.

2. Use the arrow keys to move the highlight to the word you want.



señor, señora (*adjective*)
1. [refinado] noble, **refined**
2. (*antes de sust*) *informal*
[gran] real
◆ **señor** (*masculine noun*)
1. [tratamiento -antes de nombre, cargo] Mr [-al dirigir la palabra] Sir
▶ **el señor López** Mr López
▶ **¡señor presidente!** Mr President!
CONJ LANG DICT LEARN

To...

define the word

find a phrase

hear the word

add word to My Word List

Press...

ENTER

FN+?



LEARN

3. Press **CLEAR** when done.

Hearing Words

The *Larousse Spanish-English Dictionary* can pronounce the words that appear on almost any screen - in definitions, spell correction lists, *My Word List*, and games. When you want to hear how a word is pronounced, just highlight it and press .

To adjust the volume, turn the volume control on the side of the unit. You can plug headphones into the headphone jack which is just above the volume control. Try this example.

1. Type a word at the Word Entry screen.
For example, type *teléfono*.
2. Press to hear it pronounced.
3. Press **ENTER** to see its definition.



4. Press  to hear the headword pronounced.
5. Press **ENTER** to start the highlight.
6. Move the highlight to a word you want to hear.



7. Press  to hear the highlighted word pronounced.
8. Press **CLEAR** when done.

To learn how to hear travelers' phrases, see "Translating Travelers' Phrases" on page 51.

Using Learning Exercises

Using Learning Exercises, you can read cultural notes, test your spelling, improve your vocabulary, browse the TOEFL® Test* Word List, and get grammar guidance.

Cultural Notes

1. Press **MENU**, highlight  and press **ENTER**.

Or you can press **LEARN**.

2. Use ▼ to highlight *Cultural Notes* and press **ENTER**.

You can choose to read either English cultural notes which refer to the United Kingdom and the United States, or Spanish cultural notes which refer to Spain and Latin America.

Speaking Spelling Bee

1. Press **MENU**, highlight  and press **ENTER**.

Or you can press **LEARN**.

2. Use ▼ to highlight *Speaking Spelling Bee* and press **ENTER**.

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You can choose *My Speaking Spelling Bee (English)* which uses English words from *My Word List*, *My Speaking Spelling Bee (Spanish)* which uses Spanish words from *My Word List*, or *TOEFL® Test Speaking Spelling Bee* which uses words from the TOEFL® Test Word List.

3. Highlight the list you want and press **ENTER**. A word will be pronounced for you to spell. Press **CAP + ?** to hear it again.
4. Type in the word you just heard and press **ENTER** to see if you spelled it right. Press **ENTER** to see the translation. Press **BACK** to return to *Speaking Spelling Bee*.
5. Press **SPACE** for a new word.
6. Press **CLEAR** when done.

Flashcards

1. Press **MENU**, highlight  and press **ENTER**.

Or you can press **LEARN**.

2. Use ▼ to highlight *Flashcards* and press **ENTER**.

You can choose *My Flashcards (English)* which uses English words from *My Word List*, *My Flashcards (Spanish)* which uses

Spanish words from *My Word List*, or *TOEFL® Test Flashcards* which uses words from the TOEFL® Test Word List.

3. Highlight the list you want and press **ENTER**.

A word will be displayed on the screen for you to study or define. Press  to hear it. Press **ENTER** to see the definition. Press **BACK** to return to Flashcards.

4. Press **SPACE** to see a new word.
5. Press **CLEAR** when done.

Viewing the TOEFL® Test Word List

1. Press **MENU**, highlight  and press **ENTER**.

Or you can press **LEARN**.

2. Use ▼ to highlight *TOEFL® Test Word List* and press **ENTER** to view the list. Press ▲ or ▼ to scroll.

You can also type the first few letters of a word to find it on the list (e.g., type **col** to find *collaborate*).

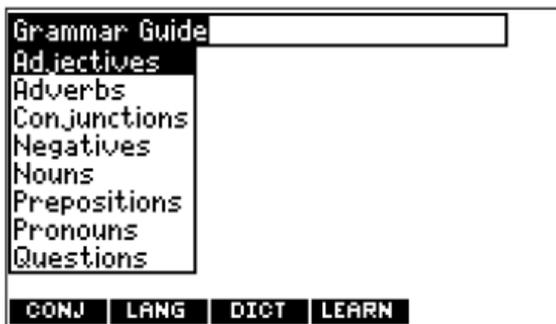
Press **ENTER** or **CONJ** at any word to view its translation or to conjugate it. Press  to hear it. Press **BACK** to return to the list.

Using the Grammar Guide

Your *Larousse Spanish-English Dictionary* includes a helpful grammar guide that describes parts of speech. To use the Grammar Guide, follow these instructions.

From the Learning Exercises Menu

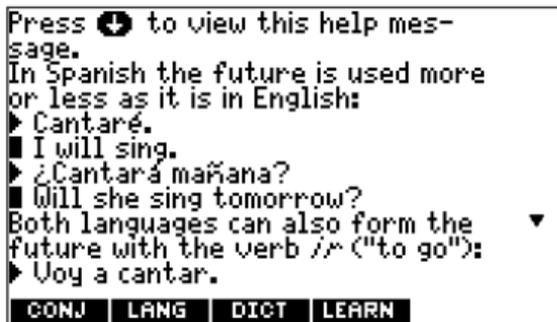
1. Press **MENU**.
2. Highlight  and then press **ENTER**.
Or you can press **LEARN**.
3. Press ▼ to highlight *Grammar Guide* and then press **ENTER**.



4. Press ▼ to highlight the topic you want to study and then press **ENTER**.
5. Press **SPACE** or ▼ to read.
6. Press **FN + ►** or ◀ to view the next or previous topic.

From an Inflection Screen

1. Press **MENU**, highlight  or , and then press **ENTER**.
2. Type a word to conjugate (e.g., *leer*), and then press **CONJ**.
3. Press **FN + ►** or **◀** repeatedly to find the tense you want to read about in the Grammar Guide.
4. Press **HELP**.



```
Press ⬇ to view this help mes-
sage.
In Spanish the future is used more
or less as it is in English:
▶ Cantaré.
■ I will sing.
▶ ¿Cantará mañana?
■ Will she sing tomorrow?
Both languages can also form the
future with the verb /<sup>h</sup> ("to go"):
▶ Voy a cantar.
CONJ LANG DICT LEARN
```

Information about the tense will be displayed along with usage examples.

5. Press **BACK** to return to the inflection screen or press **CLEAR** to return to the Word Entry screen.

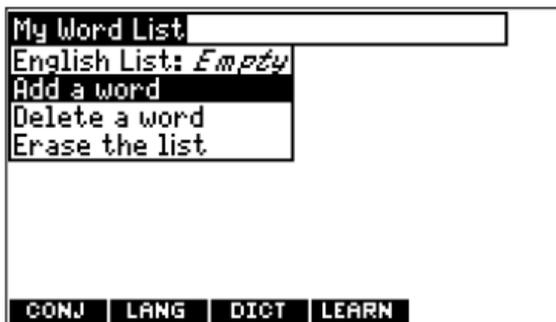
Using My Word List

In the *Larousse Spanish-English Dictionary*, you can save up to 40 words total, in both English and Spanish, in *My Word List* for personal study or review. *My Word List* is saved between sessions unless your product is reset.

Warning: Inserting a book card may erase any user-entered information. You should always keep written copies of your important information.

Adding Words from the Learning Exercises Menu

1. Press **MENU**.
2. Highlight  and then press **ENTER**. Or you can press **LEARN** and then press **ENTER**.



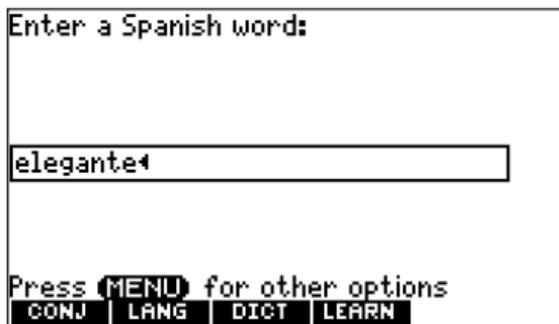
3. Press **LANG** to switch from the English to the Spanish List, if needed.

4. Press **▲** or **▼** to highlight *Add a word* and press **ENTER**.
5. Type a word.
6. Press **ENTER** to add the word.
7. Press **CLEAR** when done.

Adding Words from the Word Entry Screen

You can also add words to *My Word List* directly from the Word Entry screen.

1. Press **CLEAR**.
2. Press **LANG** to choose the language of the word you want to add (e.g., *Spanish*). English words will be added to the English List; Spanish words will be added to the Spanish List.
3. Type the word you want to add to your word list (e.g., *elegante*).



4. Press **LEARN**.



Your selection is included in the menu item.

5. Press **ENTER** to add the word.

6. Press **CLEAR** to return to the Word Entry screen.

✓ Adding Highlighted Words

You can also add words to *My Word List* from definitions and correction lists. First highlight a word and then press **LEARN**. Add "your word" will be highlighted. Press **ENTER** to add the word.

Viewing My Word List

1. Press **MENU**.

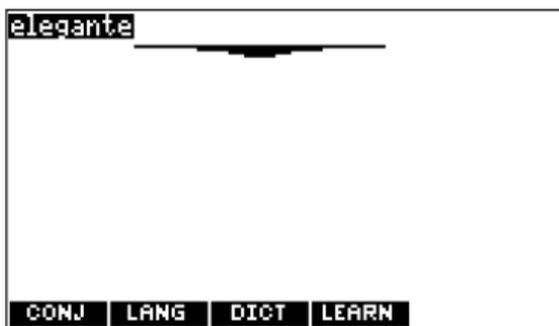
2. Highlight  and then press **ENTER**.

Or you can press **LEARN** and then press **ENTER**.

3. Press **LANG** to switch to the English or Spanish List, if needed.

English List: Empty (or *Spanish List: Empty*) will be displayed if either is empty.

4. *English List:...* (or *Spanish List:...*) will be highlighted. Press **ENTER** to view the list.



This is a user list of one word.

Press  to hear the word pronounced.

5. Highlight a word on the list.

6. Press **ENTER** to view its definition(s) or **CONJ** to view its inflections.

Removing a Word from My Word List

1. Press **MENU**.
2. Highlight  and then press **ENTER**.
Or you can press **LEARN** and then press **ENTER**.
3. Press **LANG** to switch to the English or Spanish List, if needed.
4. Select *Delete a word* and then highlight the word you want to delete.
5. Press **ENTER** to delete that word.

Erasing My Word List

1. Press **MENU**.
2. Highlight  and then press **ENTER**.
Or you can press **LEARN** and then press **ENTER**.
3. Press **LANG** to switch to the English or Spanish List, if needed.
4. Select *Erase the list*.
Press **Y** to erase the list or press **N** to cancel.
Note: When you erase one list, the other list is not erased.

Advanced Verb Conjugations

Conjugations show inflections, or changes in a word's gender, tense, etc. This dictionary includes extensive inflections of nouns, verb, modifiers, and other words.

From the Icon Menu

1. For example, press **MENU**, use the arrow keys to highlight  (Spanish Conjugation) and then press **ENTER**.

To choose English conjugation, select



. You can also press **CONJ** and then **LANG** to choose the language.

2. Type a word (e.g., *estudiar*).
3. Press **CONJ**.

If needed, highlight the part of speech or translation you want and press **ENTER**.

These are the principal forms of the Spanish verb “estuidar”. The English translations are below each Spanish inflection.

4. Press **SPACE** or ▼ to scroll.
Press ? to display the root word.
5. Press either **CONJ** or hold **FN** and press ► repeatedly to view more inflections.

If the word is a noun, an adjective, or another modifier, then there won't be any other inflections.

6. Press **CLEAR** when done.

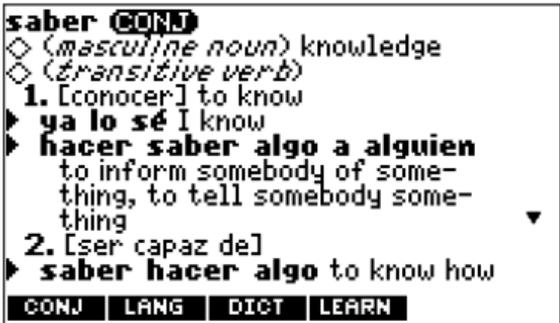
From a Dictionary Entry

Some words have different parts of speech or multiple translations. You can easily find which part of speech or specific translation you will need to conjugate by first looking up the word and then pressing **CONJ**. Follow this example.

1. Press **MENU**, use the arrow keys to highlight , and then press **ENTER**.

To choose English, select . You can also press **CONJ** and then **LANG** to choose the language.

2. Type a word (e.g., *saber*).
3. Press **ENTER** to look it up.



saber CONJ
◇ (*masculine noun*) knowledge
◇ (*transitive verb*)
1. [conocer] to know
▶ **ya lo sé** I know
▶ **hacer saber algo a alguien**
to inform somebody of something, to tell somebody something
2. [ser capaz de]
▶ **saber hacer algo** to know how
CONJ LANG DICT LEARN

Read the definition to find the verb you want (e.g., *to know*).

4. Press **CONJ** to conjugate the headword, *saber*.

Highlight the part of speech you want (e.g., *verb*) and press **ENTER**. Then highlight the translation you want (e.g., *know*) and press **ENTER**.

These are the principal forms of the Spanish verb “saber”. The English translations are below each Spanish inflection.

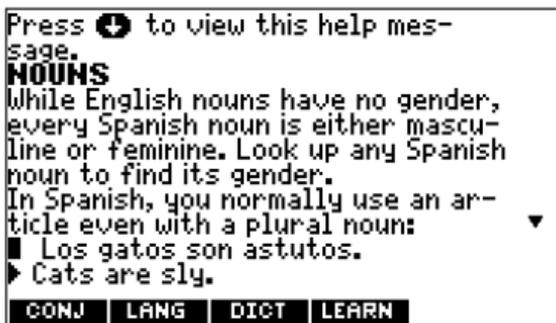
5. Press **SPACE** or ▼ to scroll.
Press ? to display the root word.
6. Press either **CONJ** or hold **FN** and press ► repeatedly to view more inflections.
If the word is a noun, an adjective, or another modifier, then there won't be any other inflections.
7. Press **CLEAR** when done.

✓ Accenting Letters

You can look up accented words without typing accents. If there are no Multiple Forms, the Spanish Professor will take you directly to the word. If there are Multiple Forms, you will have to choose the correct word from a Multiple Forms list. See “Choosing Multiple Forms” on page 30 for more information. Remember, if you want to enter an accent yourself, type the letter and press ▲ or ▼ until the appropriate accent appears. You can also hold **FN** and press **N** to get an ñ.

✓ Getting Grammar Guidance

When viewing inflections, you can press **HELP** to go directly to the Grammar Guide and view detailed descriptions of how to use the inflections you were viewing along with usage examples.



✓ Viewing English Inflections

If you are unfamiliar with inflections, it may be helpful to look at some inflected forms of English verbs. Switch the entry language back to English, type *write*, and press **CONJ** to see the different forms of the English verb “to write”. This will give you a good idea of each inflection form.

✓ Verb Conjugations

The Spanish Professor conjugates verbs into the following forms: present, imperfect, preterite, future, conditional, present subjunctive, imperfect subjunctive, imperfect subjunctive 2, present perfect, pluperfect, preterite anterior, future perfect, conditional perfect, present perfect subjunctive, pluperfect subjunctive, pluperfect subjunctive 2, imperative, present progressive, and past progressive.

Translating Travelers' Phrases

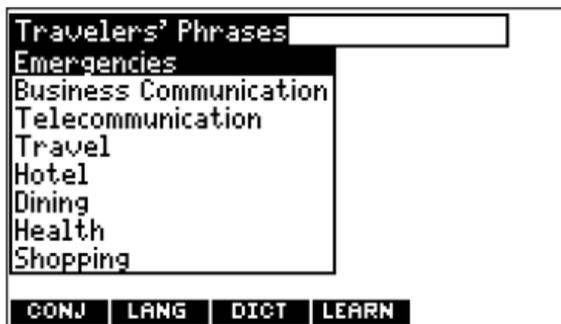
There are two ways in which you can translate several helpful phrases in categories ranging from *Emergencies* to *Business Communication* to *Time & Dates*.

Note: Travelers' phrases are only available in the *Larousse Spanish-English Dictionary*.

Browsing Through Phrases

1. Press **MENU**.
2. Use the arrow keys to highlight  and then press **ENTER** to view the English phrases.

Select  to view the Spanish phrases.



You can also hold **FN** and press **?** to go straight to the Phrases menu in the same language as the lookup language.

3. Press **▲** or **▼** to highlight the category you want and press **ENTER**.
4. Press **▲** or **▼** to highlight the phrase you want to translate and then press **ENTER**.



To hear a phrase pronounced, press **ENTER** to start a highlight, use the arrow keys to highlight the speaker symbol (Ⓜ) in front of the phrase you want to hear, and then press **ENTER** to hear it.

Searching for a Specific Phrase

1. Press **CLEAR** and then press **LANG** to change the entry language from Spanish to English, if needed.
2. Type a keyword for which you'd like to find a phrase (e.g., *ticket*).
3. Hold **FN** and press **?**.

To hear a phrase pronounced, press **ENTER** to start a highlight, use the arrow keys to highlight the speaker symbol (Ⓜ) in front of the phrase you want to hear, and then press **ENTER** to hear it.

4. If more than one phrase is found, hold **FN** and press **▶** to scroll.

Playing the Games

In the *Larousse Spanish-English Dictionary*, you have seven fun games to choose from.

Changing Game Settings

Before you play, you can choose the source of the words, the skill level, the language, and whether or not graphics will be used.

1. Press **MENU**, highlight  and press **ENTER**.
2. Hold down **CAP** and press **▼** to highlight *Game Settings* and press **ENTER**.



3. Use **▲** or **▼** to move **►** to *Words*, *Skill*, *Lang* or *Graphics*.

Words chooses the source of the words: *All of them*, *TOEFL® Test List*, *My Word List*, or *Enter your own*.

Skill determines how easy or difficult a game is.

Lang determines whether you use Spanish or English words in the games.

Graphics determines whether you see graphics at the end of games.

4. Use ► or ◀ to change the setting(s) you want.
5. Press **ENTER** when done.

Selecting a Game

In the Games list, use ▲ or ▼ to move the highlight to the game of your choice and press **ENTER**.



Getting Help in the Games

During any game you can read instructions by pressing **HELP**.

You can get a hint by holding **CAP** and pressing **?** or reveal the game word by pressing **?**. You can hear the game word at the end of a round by pressing .

Note: If you reveal the game word, you lose the round.

Hangman

Hangman selects a mystery word and challenges you to guess it letter by letter. The letters of the mystery word are hidden by question marks. The number of guesses remaining is indicated by #'s.

Type letters that you think are in the mystery word. If you are correct, the letter appears in place of the corresponding question mark(s). To see the translation of the game word, press **ENTER**. Press **BACK** to return to the game.

Conjumania!TM

Conjumania! teaches verb conjugations. It shows you an infinitive verb and asks you to enter a conjugation. Your conjugation must be spelled correctly, including accents. Type your guess and then press **ENTER**. To see the

translation of the game word, press **ENTER**. Press **BACK** to return to the game. To try a new conjugation, press **ENTER**.

Gender Tutor™

Gender Tutor asks you to guess the gender of Spanish nouns. Press **M** for masculine and **F** for feminine. To see the translation of the game word, press **ENTER**. Press **BACK** to return to the game.

Word Train™

In *Word Train*, you and the train take turns typing letters to form a word. Whoever types the last letter of the word wins. To view the letters you can type at your turn, hold **CAP** and press **?**. Press **?** to end a round and reveal the word. To see the translation of the game word, press **ENTER**. Press **BACK** to return to the game.

Guess the Word

In *Guess the Word*, you must type the missing letters in the mystery word. To read the definition of the mystery word, press **▼**, if needed. Press **◀** or **▶**, if needed, to select a missing letter, and then type the letter that you think belongs there. Continue typing letters until

the word is complete or no more tries are left. Or press **?** to give up and reveal the word. To see the translation of the game word, press **ENTER**. Press **BACK** to return to the game. Press **SPACE** to play a new round.

Word Auction™

In *Word Auction*, you try to bid on all the letters of a mystery word, before your cash runs out. The amount of each bid depends on the frequency of the letter. All bids will cost you whether correct or incorrect. If you guess the word by revealing all of the letters, your remaining cash is added to the next round. To see the translation of the game word, press **ENTER**. Press **BACK** to return to the game.

Word Blaster™

In *Word Blaster* you try to guess the mystery word before all its letters appear. As soon as you know the word press **ENTER**. Then type your guess and press **ENTER**. If you're wrong, *Word Blaster* asks you for another word. The speed at which the letters appear is set by the skill level. To see the translation of the game word, press **ENTER**. Press **BACK** to return to the game.

Using the *Merriam-Webster Dictionary*

The *Merriam-Webster Dictionary* is an English-only book. Many features of the *Larousse Spanish-English Dictionary* are the same or similar to those of the *Merriam-Webster Dictionary*. In addition, the *Merriam-Webster Dictionary* includes a thesaurus, speech for headwords and definitions, quizzes and lessons in the Grammar Guide, an SAT* Word List, and more educational, fun games. Other differences are specifically noted in the relevant sections.

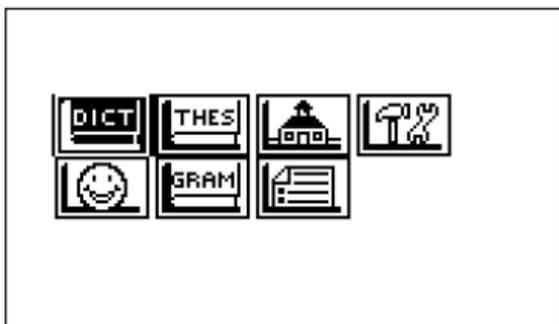
You can access the *Merriam-Webster Dictionary* by following these steps:

1. Turn your product on.
2. Press **CARD**.
3. Use the arrow keys to highlight .
4. Press **ENTER**.

**SAT is a registered trademark of the College Entrance Examination Board, which was not involved in the production of, and does not endorse, this product.*

Using the *Merriam-Webster* Dictionary Menu

When you press **MENU** in the *Merriam-Webster Dictionary*, you will see seven icons. Use these to quickly take you to different parts of your dictionary. Use the arrow keys to highlight the icon you want and press **ENTER**.



Understanding the Menu



Goes to the dictionary Word Entry screen.



Goes to the thesaurus Word Entry screen.



Goes to the Learning Exercises menu.



Goes to the Games menu.



Goes to the Grammar Guide.



Goes to *My Word List*.



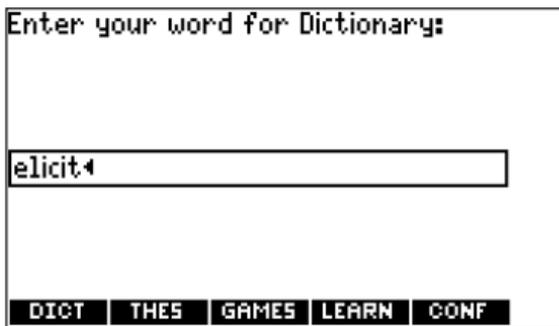
Goes to the Tools menu.

Finding Dictionary Entries

1. Press **DICT**.

Or you can press **MENU**, highlight , and press **ENTER**.

2. Type a word (for example, *elicit*).



To erase a letter, press **BACK**. To type a capital, hold **CAP** and press a letter key. To type a hyphen, hold **FN** and press **J**. Press  to hear the word pronounced.

3. Press **ENTER** to view the definition.
4. Press **▼** or **SPACE** to read the definition. Hold **FN** and press  to hear the definition.
5. Hold **FN** and press **◀** or **▶** to view the next or previous definition.
6. Press **CLEAR** when done.

✓ Understanding Definitions

Dictionary entries consist of headwords, parts of speech, and definitions. Other forms of the word may follow the headword. After the translation or definition, you may see a list of usage examples.

Hearing Words

You can hear words in the *Merriam-Webster Dictionary* the same way you can in the *Larousse Spanish-English Dictionary*. See “Hearing Words” on page 34.

One difference is that you can hear entire definitions in the *Merriam-Webster Dictionary*.

Hold **FN** and press  to hear the definition.

Note: If you have a word highlighted, you will not be able to hear the definition by holding **FN** and pressing .

Using the Thesaurus

1. Press **THES**.

Or you can press **MENU**, highlight , and press **ENTER**.

2. Type a word (for example, *splendid*).

To erase a letter, press **BACK**. To type a capital, hold **CAP** and press a letter key. To type a hyphen, hold **FN** and press **J**.

3. Press **ENTER** to view the thesaurus entry.

splendid: *adjective*, of the very top quality
SYNONYMS: A1, banner, blue-ribbon, capital, classic, excellent, fantastic, fine, first-class, first-rate, first-string, magnificent, number one, prime, quality, royal, sovereign, stunning, superior, superlative, top, top-notch, splendid, superb, wonderful, marvelous, stupendous, terrific, nifty,

DICT	THES	GAMES	LEARN	CONF
------	------	-------	-------	------

4. Press **▼** or **SPACE** to read the entry.
5. Hold **FN** and press **◀** or **▶** to view the next or previous thesaurus entry.
6. Press **CLEAR** when done.

✓ Understanding Thesaurus Entries

A thesaurus entry consists of a group of synonyms, antonyms and classmates.

Synonyms are words that have similar meanings, e.g. *happy/joyous*. Antonyms are words that have the opposite meaning of the word being defined, e.g., *happy/unhappy*.

Classmates are words that are related in some way to the word being defined, e.g.

octagon/polygon, triangle, rectangle, pentagon....

✓ Understanding Flashing Messages

When you first see a definition, notice the upper right corner of the screen. Often either **THES** or **CONF** (or both) will flash briefly. **THES** means the word you looked up has a thesaurus entry.

If you see **THES** flash, press **THES** to view the thesaurus entry.

CONF means the word you looked up has a confusable. If you see **CONF** flash, press **CONF** to view the confusables.

✓ Understanding Confusables

Confusables are homonyms, homophones and spelling variants that are easy to confuse, e.g. *rain*, *reign*, *rein*. If the word you looked up is a confusable, **CONF** will flash once in the upper right of the screen. Press **CONF** to view the confusables.



Highlighting Words

Another way to look up words is by highlighting them in dictionary entries, thesaurus entries or word lists. You can then find *their* definitions, thesaurus entries, or add them to *My Word List*.

1. At any text, press **ENTER** to start the highlight.

To turn the highlight off, press **BACK**.

2. Use the arrow keys to move the highlight to the word you want.

To...	Press...
define the word	ENTER
view the thesaurus entry	THES
add word to <i>My Word List</i>	LEARN

3. Press **CLEAR** when done.

Using Learning Exercises

Using Learning Exercises, you can test your spelling, improve your vocabulary, receive grammar guidance, and browse a list of words that commonly appear on the Scholastic Assessment Test.

To access Learning Exercises, press **MENU**, highlight  and press **ENTER**.

Speaking Spelling Bee

1. From the Learning Exercises menu, use ▼ to highlight *Speaking Spelling Bee* and press **ENTER**.



My Speaking Spelling Bee uses words on *My Word List*.

SAT Speaking Spelling Bee uses words on the SAT Word List.

Note: Because you cannot enter accents, accented words in *My Word List* will not appear in *My Speaking Spelling Bee*.

2. Select the list you want and press **ENTER**.
A word will be pronounced for you to spell.
To hear the word again, press  .
3. Type the word you just heard and press **ENTER** to see if you spelled it right.

4. Press **ENTER** to see the definition of the word or press **THES** to see the thesaurus entry.
5. Press **SPACE** for a new word.
6. Press **CLEAR** when done.

Flashcards

1. From the Learning Exercises menu, use ▼ to highlight *Flashcards* and press **ENTER**.
My Flashcards uses words on *My Word List*.
SAT Flashcards uses words on the SAT Word List.
2. Select the list you want and press **ENTER**.



A word will appear on the screen for you to study or define.

If needed, press **ENTER** to see the definition. Press **BACK** to return to *Flashcards*.

3. Press **SPACE** to see a new word.
4. Press **CLEAR** when done.

SAT Word List

1. From the Learning Exercises menu, use ▼ to highlight *SAT Word List* and press **ENTER** to view the list.
2. Press ▼ to scroll through the SAT Word List.



You can also type a letter to go to the first word beginning with that letter.

Press  to hear the word pronounced.

Press **ENTER** or **DICT** at any word to view its definition.

Press **THES** to view its thesaurus entry, where available.

Press **BACK** to return to the list.

3. Press **CLEAR** when done.

Using the Grammar Guide

The Grammar Guide contains an outline of English grammar topics such as parts of speech, phrases, clauses, the correct usage of punctuation, and so on. To view any grammar topic, do the following:

1. Press **MENU** and then **LEARN**.

Or you can press **MENU**, highlight , press **ENTER** and skip to step 3.

2. Use ▼ to highlight *Grammar Guide* and press **ENTER**.



Each major section is composed of topics and sub-topics.

3. Press **▲** or **▼** to move the highlight to the topic you want and press **ENTER** to select it.
4. If necessary, highlight the sub-topic you want and press **ENTER**.
5. Press **▼** or **SPACE** to read.

I.A Facts About Nouns

> A *noun* names a person, place, thing, or quality.

e.g. girl, Edward, New York, desk, beauty, decision

> A noun names a collection of persons, places, or things.

e.g. team, mob, battalion, jury

> A noun may be expressed in a plural form.

e.g. girls, desks, decisions

DICT

THES

GAMES

LEARN

CONF

6. Press **BACK** to return to the list of topics. Press **CLEAR** to go to the dictionary Word Entry screen.

Note: As there are no inflections in *Merriam-Webster Dictionary*, you cannot access this Grammar Guide from an inflection screen.

Using My Word List

In the *Merriam-Webster Dictionary*, you can save up to 40 English words total in *My Word List* for personal study or review.

Note: This list is separate from the English List and Spanish List saved in the *Larousse Spanish-English Dictionary*.

In the *Merriam-Webster Dictionary*, you can add words to *My Word List* in a way similar to that described for the *Larousse Spanish-English Dictionary* on page 41. To access *My Word List*,

press **MENU**, highlight  and press **ENTER**. Or you can press **LEARN**, highlight *My Word List* and press **ENTER**.

✓ Adding Words Not in This Dictionary

When you add a word not in this dictionary, you are given three options: *Add Anyway*, *Cancel* and *Correction List*. Highlight the option you want and press **ENTER**.

Caution: Adding words that are not in this dictionary uses considerably more memory than adding words that are. If you add only words that are not in this dictionary, *My Word List* may contain as few as 10 words.

Playing Games

In the *Merriam-Webster Dictionary*, you have 10 fun games to choose from: *Hangman*, *Anagrams*, *Word Train*, *Word Builder*, *Letter Poker*, *Jumble*, *Word Deduction*, *Word Blaster*, and 1 or 2 Player *Link Four*. For instructions about playing *Hangman*, *Word Train* and *Word Blaster*, see pages 55, 56 and 57, respectively.

Changing Game Settings

Before you play, you can choose the source and size of the words, the skill level, and whether or not graphics will be used. Although you change the game settings in the same manner for the *Larousse Spanish-English Dictionary*, each setting applies to all games in the *Merriam-Webster Dictionary* only. For detailed instructions, see “Changing Game Settings” on page 53.

Getting Help in the Games

During any game you can read instructions by pressing **HELP**. In all games except *Link Four* you can get a hint by holding **CAP** and pressing **?** or reveal the game word by pressing **?**. **Note:** If you reveal the game word, you lose the round.

Anagrams

Type an anagram and then press **ENTER**. The number of anagrams possible appears to the right of the screen.

Hold **CAP** and press **?** to shuffle the letters in the selected word. Press **?** to end a round and reveal the word or words. Press **ENTER** to highlight a word. Press **ENTER** again to see the definition of the word or press **THES** to see the thesaurus entry. Press **BACK** to return to *Anagrams*.

Word Builder

Word Builder makes anagrams for you. Before you play, type letters you want *Word Builder* to build words from and press **ENTER**.

Word Builder shows the anagrams it has built. To see the definition or thesaurus entry of a particular anagram, press **ENTER** to turn the highlight on, use the arrow keys to move the highlight to the anagram you want and press **DICT** or **THES**. Press **BACK** to return to *Word Builder*.

Word Deduction

In *Word Deduction*, you must guess the puzzle word. The letters of the puzzle word appear as underscores. You are limited to a certain number of guesses. When you enter a word, the number of letters that are found in the puzzle exactly as you typed them are listed under *perfect*. The number of letters that are found in the puzzle but not where you typed them are listed under *misplaced*. The number of guesses remaining appears to the right of the current guess.

You can use the arrow keys to view previous guesses along with their score. Hold **CAP** and press **?** to reveal a single letter in the puzzle. Press **?** to reveal the puzzle word and end the game. Press **BACK** to return to the Games menu.

Letter Poker

Letter Poker challenges you to make longer words with the letters you are dealt than the house does with its letters. You and the house take turns betting and discarding, but you do not see the house's letters until the end of the

game. The scoring is similar to normal poker: one four-letter word is better than a three and two-letter word (in normal poker four of a kind is better than a full house). The longer your word, the better your chances of winning.

To play, type a word from your letter cards and press **ENTER**.

You can make two words by typing a **SPACE** between them. Watch for the dealer's moves.

You need to know the following poker terms before you begin to play, as they appear as prompts on the screen.

Press the initial letter to make your choice. For example, to Bet, press **B**, to Raise, press **R** and so on.

Bet Means you want to bet on your hand.
You can bet up to \$100.

Pass Means you'll pass the bet to the dealer.

Fold Means that you want to end, and lose, the hand.

See Means you'll match the dealer's bet.

Raise Means you'll increase the dealer's bet.
You can raise it up to \$100.

Note: To type a bet, press **Q-P** for numbers. The pot starts at \$1000, with a \$10 ante (the initial bet to start the game). If you are unable to make a word at the time, type letters that you are likely to use later from those you are dealt. To erase a letter, press **BACK**. To continue without typing letters, press **ENTER**.

If you bet before the house does, you see a prompt, "Pass, Bet or Fold." If the house bets first, you see a prompt, "See, Raise, or Fold." You can discard up to three letters. After discarding, you see a message showing how many cards, if any, the house discarded. If the hand ends in a tie, you do not lose your money. The pot carries on to the next hand.

Jumble

Jumble tests your ability to unscramble letters and form words. It shows a series of letters. Type words made from these letters and then press **ENTER**. The number of possible solution words appears to the right of the screen.

Before you play, select a word list from the *Game Settings* menu. You can also type a word to play by selecting *Enter your own*.

Hold **CAP** and press ? to shuffle the letters in the root word.

To see the definition or thesaurus entry of a particular word, use ► or ◀ to move the highlight to the word you want and press **DICT** or **THES**.

Press **BACK** to return to *Jumble*.

Link Four

Link Four challenges you to connect four game pieces in any direction. You can play alone (*1 Player Link Four*) or with a friend (*2 Player Link Four*).

Use ► or ◀ to move your game piece to the post you want, then press **ENTER**. The game pieces are displayed to the right of the screen to show whose turn it is.

The first player to link four game pieces wins.

Using the Organizer

The Organizer contains a clock, databank, metric converter, currency converter and calculator. To access the Organizer, press . The clock is the default state in the organizer.

Using the Clock

The clock displays the current time and date. You can save two times: Home time and World time.

1. Press .
2. Press **CLOCK** to toggle between Home time and World time.
3. From Home time, press **ENTER** to set the time and date.
4. Use ▲ and ▼ to scroll through the options in the highlighted field.
5. Use ► or ◀ to move to another field.
6. Press **ENTER** when done.
Press **CLEAR** to exit without saving the settings.
7. Press **CLOCK** to toggle to World time.
8. Set World time the same way you set Home time.

Using the Databank

Adding Entries

You can store as many as 100 names and telephone numbers and addresses in the Databank. The total number of names you can add depends on the size of each entry.

1. Press .
2. Press **DATA**.
3. Highlight *Add an Entry* and then press **ENTER**.
4. Type a name and press **ENTER**.
5. Type a phone number and press **ENTER**.

Note: **Q-P** will type numbers **0-9** automatically. To type a letter from this row, hold **FN** and press the letter key. To type a hyphen, press **J**. To type a *j*, hold **FN** and press **J**.

6. Type a postal address or e-mail address and press **ENTER**.
To type a number, hold **FN** and press **Q-P**.
To type an @, hold **FN** and press **M**.
7. Press **MENU** to go to the dictionary.

Viewing or Editing Entries

1. Press .
2. Press **DATA**.
3. Highlight *View: XX entries (XX% free)* and then press **ENTER**.
4. To edit an entry, highlight it and press **ENTER**.

Type your changes. Use ◀ to move the cursor; use **BACK** to delete.

5. Press **ENTER** to move to the number field.
Press **ENTER** twice to move to the address field.
6. Press **ENTER** again to save your changes or hold down **FN** and press **BACK** to cancel your changes.
7. Press **MENU** to go to the dictionary.

Deleting Entries

1. Press .
2. Press **DATA**.
3. Highlight *Delete an Entry* and then press **ENTER**.

4. Highlight the entry you want to delete and press **ENTER**.
5. To delete all databank entries, highlight *Erase the List* in the Databank menu and then press **ENTER**.
Press **Y** to erase all databank entries or **N** to cancel the deletion.
6. Press **MENU** to go to the dictionary.

Using a Password

You can use a password to prevent unauthorized access to the databank.

Warning! Always write the password in a safe, separate location. If you lose or forget the password, you will be able to use the databank again only by removing the batteries from your BOOKMAN, which will permanently erase all the information stored in the databank.

1. Press .
2. Press **DATA**.
3. Highlight *Set password* and then press **ENTER**.
4. Type a password of up to eight characters and press **ENTER**.

Use ◀ to move the cursor; use **BACK** to delete.

5. Press **C** to confirm or **CLEAR** to cancel the password.

The password you set will be requested the first time the Databank is used during a session.

6. To change the password, repeat Steps 1-5.

To remove a password, press **ENTER** at the blank password screen.

7. Press **MENU** to go to the dictionary.

Using the Calculator

1. Press .

2. Press **CALC**.

3. Type a number.

Note: **Q-P** will type numbers **0-9** automatically. You can type up to 10 digits. To type a decimal, press **G(.)**. To change the sign of a number, press **Z(+/-)**.

4. Press a math function key.
5. Type another number.

6. Press **ENTER**.

To repeat the calculation, press **ENTER** again.

To Calculate...	Press...
-----------------	----------

reciprocals	A(1/x)
-------------	---------------

squares	D(x²)
---------	-------------------------

percentages	F(%)
-------------	-------------

square roots	S(√x)
--------------	--------------

negative numbers	Z(+/-)
------------------	---------------

7. Press **CLEAR** to clear the current calculations.

8. Press **MENU** to go to the dictionary.

Using the Calculator Memory

1. In the Calculator, make a calculation or type a number.

2. To add the number on the screen to the number stored in memory, press **X(M+)**. To subtract the number on the screen from the number stored in memory, press **C(M-)**. **M** indicates the number is stored in memory.

3. To retrieve the number from memory, press **V(MR)**.

4. To clear the memory, press **B(MC)**.

Using the Metric Converter

1. Press .
2. Press **CONV**.
3. Use ▼ to select a conversion category (for example, *Weights*).
4. Select a conversion (for example, *grams/ounces*).
5. Type a number after one of the units.
Note: **Q-P** will type numbers **0-9** automatically. Press ▲ or ▼ to move between the lines. Press **BACK** to delete a number.
6. Press **ENTER** to convert it.
7. Press **CLEAR** to return to the Conversions menu.
8. Press **MENU** to go to the dictionary.

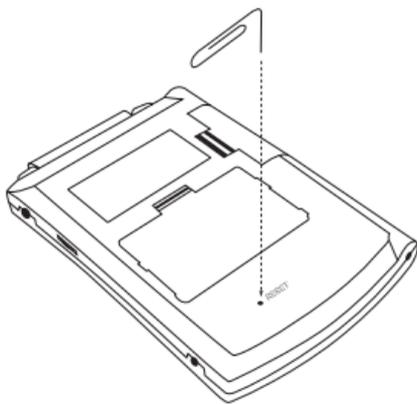
Using the Currency Converter

1. Press .
2. Press **CURR**.
3. Enter a conversion rate.
The rate should be in units of the other currency per one unit of the home currency (n other/1 home).
4. Enter an amount for the home or other currency.
Press ▲ or ▼ to move between the lines. Use **BACK** to delete a number.
5. Press **ENTER** to convert it.
6. Press **CLEAR** to clear the current conversion.
7. Press **MENU** to go to the dictionary.

Resetting Your Unit

If the keyboard fails to respond, or if the screen performs erratically, perform a system reset by following the steps below.

1. Hold **CLEAR** and press .
If nothing happens, try Step 2.
2. Use a paper clip to gently press the reset button on your unit.
The reset button is recessed in a pin-sized hole below the book card slot.



Warning! Pressing the reset button with more than light pressure may permanently disable your unit. In addition, resetting the unit erases settings and information entered in its built-in book, and in an installed book card.

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Model BES-1870: *Speaking Spanish-English Language Professor*

- **Batteries:** two AAA
- **Size:** 13 x 8.9 x 1.27 cm

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L&H Quality Speech.

U.S. Patents: 4,830,618; 4,891,775; 5,113,340; 5,203,705; 5,218,536; 5,295,070; 5,396,606; 5,497,474; 5,627,726

ISBN 1-59074-350-4

Note: This device should be disposed through your local electronic product recycling system - do not throw into the trash bin.



Disclaimer of Warranties

Except as specifically provided herein, Franklin makes no warranty of any kind, express or implied, with respect to this product.

This unit may change operating modes, lose information stored in memory, or fail to respond due to electrostatic discharge or electrical fast transients. Normal operation of this unit may be re-established by pressing the reset key, by pressing , or by removing and replacing the batteries.

FCC Notice

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

NOTE: This unit was tested with shielded cables on the peripheral devices. Shielded cables must be used with the unit to insure compliance.

NOTE: The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.

Limited Warranty (U.S. only)

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Franklin Electronic Publishers, Inc.

Attn: Service Department

One Franklin Plaza

Burlington, NJ 08016-4907

If you return a Franklin product, please include your name, address, telephone number, a brief description of the defect and a copy of your sales receipt as proof of your original date of purchase. You must also write the RMA prominently on the package if you return the product; otherwise there may be a lengthy delay in the processing of your return. Franklin strongly recommends using a trackable form of deliver to Franklin for your return.

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Notwithstanding the disclaimer of warranties above, this product, excluding batteries and liquid crystal display (LCD), is guaranteed by Franklin to be free of defects in materials or workmanship for a period of two years from the date of purchase. It will be repaired or replaced with an equivalent product (at Franklin's option) free of charge for any defect in workmanship or materials during that time.

This warranty explicitly excludes defects due to misuse, accidental damage, or wear and tear. This warranty does not affect the consumer's statutory rights.

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Products purchased outside the United States, the European Union and Switzerland that are returned under warranty should be returned to the original vendor with proof of purchase and description of fault. Charges will be made for all repairs unless valid proof of purchase is provided.

This warranty explicitly excludes defects due to misuse, accidental damage, or wear and tear. This warranty does not affect the consumer's statutory rights.

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